

FACT SHEET

ext. 783

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GAME BOY® ADVANCE SP HARDWARE SPECIFICS

Launch Date and	March 23, 2003 in North America (\$99.99)
Estimated Retail Price:	February 14, 2003 in Japan (12,500 yen)
	March 28, 2003 in Europe (129.99 euros)
	March 28, 2003 in Australia (AU\$199.99)
Size:	Approximate Height (closed) 3.33" / Width 3.23" /
	Depth 0.96"
CPU:	32-bit RISC-CPU with embedded memory
Screen:	2.9" Reflective TFT Color LCD
Light Source:	Front lights have been integrated with
existing reflective	LCD
Display Size:	1.61" x 2.41" (identical to Game Boy
Advance)	
Resolution:	240 x 160 pixels (identical to Game Boy
Advance)	
Color:	Simultaneously displays more than 32,000 colors
	(identical to Game Boy Advance)
Weight:	Approximately 5 ounces
Power Supply:	Rechargeable Lithium-Ion battery
Battery Life:	10 hours continuous play with three hour
recharging	

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disabled 18 hours continuous play with light function

Hardware Color: Platinum and Cobalt (metallic)

Software: More than 300 Game Boy Advance software titles, in addition to virtually all titles available for Game Boy and Game Boy Color. Software retails between \$29.99 and \$39.99.

-- MORE --

Peripheral Devices: e-Reader™, Game Boy Advance Game Link® cable, Nintendo

(Sold Separately) GameCube™ Game Boy® Advance cable, Game Boy Advance SP headphone jack adapter

Additional Facts:

- The unit also can connect to the Nintendo GameCube™ console via the Nintendo GameCube Game Boy Advance cable. Games compatible with this cable can offer a variety of ground-breaking features from exchanging data or unlocking new game levels to allowing the Game Boy Advance to be used as a supplemental game screen or input device.

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